I Claim:

1.   A method for playing a game utilizing an inventory of game indicia comprising:

5   configuring the game inventory indicia into a random, serial order;

a player making wagers and playing a series of hands;

for each hand of play, revealing a predetermined number of game indicia to define an outcome, said indicia selected in order from the serially arranged inventory;

10   displaying the constituency of the inventory depleted of said revealed indica for each hand; and

issuing an award to a player obtaining one of a plurality of preselected winning indicia combinations.

2.   An electronic device for playing a game utilizing an inventory of game
15   indicia comprising:

a processor, said processor configured to include means for randomly arranging said inventory into a serial order;

a video display;

means for a player to make a wager and prompt play of the game;

20   said processor, in response to prompting, configured to select and display at said display a predetermined number of indicia selected in order from said arranged inventory to define an outcome; and

said processor configured to compare said outcome to a schedule of winning outcomes stored in a data structure, to issue an award for a winning combination and to control the display to display the remaining constituency of the inventory depleted of said displayed game symbols.

3.   The device of claim 2 comprising said processor configured to select and display a matrix of indicia, said matrix including a plurality of pay lines each including an outcome, means for the player to wager on a plurality of said pay lines and said processor configured to compare the outcome for each wagered upon pay line to said schedule and to issue an award for each winning combination.

4.   The device of claim 2 including an input apparatus for inputting a re-shuffle signal to said processor to prompt the processor to re-arrange and re-constitute said indica inventory.

5.   A method for playing a game utilizing an inventory of game indicia cards comprising:

shuffling the game inventory indicia cards into a random, serial order;

at least one player making wagers and playing a series of hands;

for each hand of play, revealing a predetermined number of game indicia cards to define an outcome, said cards selected in order from the serially arranged inventory to deplete the same;

issuing an award to a player obtaining one of a plurality of preselected winning indicia combinations; and

re-shuffling and reconstituting the inventory of cards at a pre-selected penetration of cards into the inventory.

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